

Jan.27<sup>th</sup> 2005

Livermore Casino  
2223 first st.  
Livermore, Ca. 94550  
(925)447-1702

The games that is offered is Texas Hold'em , Omaha and  
Pan.

The main game that is being played is Texas Hold'em.  
The fee collection is as follows:

# of players	amount collected
2,3	\$ 1
4,5,6	\$ 2
7,8	\$ 3
9,10	\$ 4

The collection is taken after the flop and based on number  
Of players( it is taken from the pot).

## **LOWBALL RULES**

- 1. Before the draw, the first player to act is the player to the left of the blind; after the draw, it is the player to the left of the dealer.**
- 2. Initial buy-in must be for a specified amount of chips designated by the house. Thereafter, only one buy of a lesser amount (short buy) is allowed.**
- 3. Five cards constitute a playing hand; more or less than five cards after the draw is a foul hand. Before the draw, more than five cards is a foul hand.**
- 4. A knock in turn usually constitutes a "pass", but a knock on the table may also mean the declaration of a pat hand. A player indicating a pat hand, not knowing the pot has been raised, may still play his hand, despite action taking place behind him.**
- 5. The "limit" of a game indicates the amount of each bet. There is no restriction on the number of bets or raises, except as imposed by table stakes rules.**
- 6. If a "seven" or better is passed and is the best hand, all bets after the draw are returned. In low draw, checking and raising is not allowed.**
- 7. If a player describes his hand as being better than it, and in so doing CAUSES other player(s) to discard, he forfeits any rights to the pot. The best remaining intact hand wins. On a bet and a call, in low draw, ALL PLAYERS MUST DECLARE A PAIR.**
- 8. Before the draw, and exposed card of five (5) and under must be taken; After the draw, exposed cards cannot be taken. Player must accept a substitute card for an exposed card in order to act in turn. (DEALER MUST TAKE ALL EXPOSED CARDS AT ALL TIMES.)**
- 9. Before dealing the draw, the top card from the stub of the deck must be discarded (burned). A player can draw up to five cards. The dealer may not pick up the stub or "burn" a card before discarding. Players must discard before receiving cards on the draw.**
- 10. If a bet has been made and called or check-and-check after the draw, any player may see any of the hands in play at the showdown**
- 11. Newly seated players must straddle blind or wait for the blind in order to receive a hand. Exception: During the time collection period (10 minute time zone), newly seated players are not required to straddle blind or wait for the blind in order to receive a hand.**

- 12. A player who leaves a game one full round must come back on the blink or straddle the pot. A player changing seats in a game must wait out the number of hands required to put him in the same relative position to the blind as the seat he vacated.**
- 13. In low draw a half bet constitutes a raise.**
- 14. A player (except the dealer) may draw no more than five cards; the dealer may draw no more than three cards.**
- 15. Discards must be placed in the center of the table and remain there until play is over for the hand in progress.**
- 16. Cards must be cut before each deal by the player to the right of the dealer. A one-handed straight cut of eight or more cards is a "legal" cut. Cards may not be cut after initial deal except on the floorman's request.**
- 17. Cards face-up in the deck (boxed cards) are dead and are dealt into the discards. A group of five cards exposed in the deck is a misdeal.**
- 18. Until the first action after the draw is taken, the dealer must correctly state the number of cards drawn by the other players. The dealer must correctly state at any time the number of cards he has drawn.**
- 19. Before the draw, if two or more players act behind another player due to his silence, the player's hand is dead and may not be played.**
- 20. If the deal is determined to be out of position and the pot has not been opened, all hands are dead and the hand is redealt. If the pot has been opened, play continues and the deal rotates from the position of the last dealer.**
- 21. On the draw, a player may change the number of cards called for providing the next player has not acted.**
- 22. Dealer's hand is dead if he takes the "burn" card. If the dealer deals the "burn" card to a player who places it in his hand, the card plays.**
- 23. If the dealer makes a mistake on the draw, his hand is ruled foul.**
- 24. An exposed card must be face-up. The ability to call the card does not qualify it as an exposed card.**
- 25. An ace is the lowest card in low draw.**
- 26. ON a showdown, ALL CARDS in a hand must be shown. Best intact hand wins.**

## **TEXAS HOLD'EM RULES**

### **THE GAME ....**

Each player is dealt two down cards (hole cards) as their initial hand. There is a round of betting after these cards have been delivered. Three board-cards are turned face-up simultaneously (which is called the Flop) and another round of betting occurs. The dealer then turns a fourth card face-up on the board, and the third round of betting follows. After a fifth card is turned face-up on the board, the final round of betting takes place. The five face-up cards are called community cards and a player may use any combination of five cards to determine their best hand. Best five-card hand wins. A player may use any combination of board cards or hole cards to make a hand or he may play the board as his hand.

### **THE SYSTEM ....**

Hold'em is played on an oval table which accommodates nine to ten players and a center dealer. All hold'em games at the Livermore Casino are dealer games. When a new game starts, the dealer will shuffle and spread the deck face down on the playing surface. The players will pluck a card from the deck to determine the position of the deal. The player who plucks the highest card from the deck receives the dealer button and the two players to the dealer's (button) immediate left are responsible for placing the blinds (antes) for the hand in the pot.

The amount of blinds is established by the limit of the particular game which is being played. The person two positions to the left of the dealer puts out the "big blind" while the person to the immediate left of the dealer (button) puts out the "small blind". The big blind is an amount equivalent to the front end of a split limit game. For example: The big blind in a \$3 -\$6 limit game would be \$3. All the betting that would occur during the first two rounds of betting would be in \$3.00 increments. During the last two rounds, all bets would be in \$6.00 increments.

After the first two hole cards have been dealt, action begins with the player to the left of the big blind and a player has to "bring it in" (bet or call) for the equivalent amount of the big blind or fold (throw his hand away). Subsequent betting rounds begin with the player to the immediate left of the dealer (button). After all betting rounds have been completed, the pot is awarded to the remaining player with the best hand, the deck reshuffled and cut, and the dealer button and blinds moved forward to the next positions at the table as play resumes.

### **THE RULES....**

1. **IT IS THE PLAYER'S RESPONSIBILITY TO PROTECT HIS HAND AT ALL TIMES, EITHER BY HOLDING ON TO HIS CARDS OR BY PLACING CHIP(S) ON THEM ...**

Dealers will assist in reading hands to the best of their ability, although it is the player's responsibility to protect his or her hand at all times. The dealer will assume that any unprotected, abandoned, or discarded hands are head or have been folded. Neither the house nor the dealer can be held accountable for the **PLAYER'S FAILURE** to protect his hand. At the dealer's discretion, a hand may be considered retrievable unless it is facedown in the discards.

2. **CARDS SPEAK:** Winning hand must show all cards prior to pot being awarded. Cards read for themselves. The player instituting the action, (either by betting or checking) must turn his hand over first upon completion of action and the best hand wins.
3. Although verbal declarations with regard to the content of a player's hand are no longer binding, a player miscalling a hand and causing another player to discard their hand **MAT**, at the discretion of the floorperson, risk forfeiting the pot and further disciplinary action.
4. Only a full bet constitutes a bet or a raise. Anything less than a full bet is considered to be action only. When a player has gone all in for an amount less than a full bet or raise, the next player can call the equivalent amount or put in a amount equal to a full bet or raise. For example: In a \$3 - \$6 game, on the last card, the first player bets \$6.00. The next player goes all-in for \$10.00. The next player to act may call the initial bet and all-in wager by placing \$10.00 in the pot or he may raise the initial bet by placing \$12.00 in the pot.
5. String bets or raises are not allowed. A player must put in an amount at least equal to one half a bet to be allowed to return to his stack to complete the bet or raise. A verbal declaration, i.e., "I bet", "I call", "I raise", before action is started, clarifies the action and allows the player to return to his stack to fulfill his bet or raise.
6. Check and raise is permitted.
7. A bet and three raises are allowed. When only two players remain in the pot there is no limit to the number of raises.
8. No pot may be awarded until all losing hands are killed. The winning hand should remain face-up until the pot is awarded.
9. A player who puts in a single chip into the pot that is larger than the bet to him is assumed to have called the bet, unless he announces "raise".

10. A card placed face-up in the deck (boxed card) is dead and is dealt into the discards. A boxed card is replaced by the next card below in the deck except when it is dealt to a player as a down card. In this situation, it will be replaced after that round of cards has been dealt. If a Joker were to appear in a deck, it would be treated as a dead card. If a player does not call attention to the Joker among his down cards before acting on his hand, then he has a foul hand and forfeits all rights to the pot and all monies involved.
11. If a player's hole card is exposed due to a dealer error, he may not keep the exposed card. After completing the deal, the dealer will exchange the exposed card with the top card on the deck and place the exposed card face-up on top of the deck. The exposed card will be used as the burn card after all action, before the flop, is completed.
12. A player who allows substantial action to occur behind him risks forfeiting his right to initiate action on his hand and in certain circumstances may have his hand nullified.
13. If a player is dealt more cards than the game he is playing in calls for, and it is discovered before he acts on his hand, the extra card will be retrieved and placed on the top of the deck as the burn card. The player receiving less than the required number of cards will receive a card(s) from the top of the deck. If either situation occurs after the player has acted on his hand, all monies, antes and blinds are forfeited by that player.
14. If the flop has too many cards, it will be taken back and reshuffled except the burn card which will remain burn. The dealer will deliver a new flop after burning a card. This method is used unless there has been substantial action based on an improper card, in which case, the card the players based their actions on will stand, and the dealer on subsequent rounds shall treat the two stuck-together cards as a single card. If this occurs, the dealer will NOT burn the top card before dealing another round of cards.
15. If cards are flopped by the dealer before all betting is completed, the entire flop is taken back and reshuffled.
16. If the dealer turns up the fourth card on the board before the round of betting is completed, the card is not in play. After the completion of the betting, the next card is burned and the fifth card is put in the fourth card's place. After betting is completed, the dealer will reshuffle the deck including the card that was taken out of play but not the burn cards or discards. The dealer will then deal the fifth card.
17. If the fifth (5<sup>th</sup>) card is turned up before betting is complete, it shall be reshuffled in the same manner as the previous rule.

18. The winning hand must show BOTH card face-up on the table prior to the pot being awarded unless all other active hands have been discarded and only one intact hand remains.
19. A player who wishes to play the board must be in possession of his hand.
20. All blinds are "live", meaning the player with a blind has the option of raising the pot when the action reaches him even if there has been no previous raise.
21. A player who posts a regular blind may only put up the amount required by the structure of a particular game; oversized blinds are prohibited.
22. Initial round betting action begins with the player who is to the immediate left of the "big blind". Thereafter, action begins with the player to the immediate left of the dealer (button).
23. A player should pass through the two blind positions each round. Players departing the game and creating empty seats may force the dealer button to skip ahead and, in turn, save a player at the table a blind position on any given round. When a player due to take the button in any game with a half hour time charge chooses to forego the hand in order to "lobby", the button will not skip ahead, i.e., dead button, but will remain in that position for the next hand. Play continues in order thereafter. (Time collection game only. Does NOT apply to drop time game.)
24. Any player changing to another game of the same limit will be treated as a new player unless he is from a broken game. A player moving to another game of the same limit must move immediately if another player is waiting for a seat.
25. A player who misses all or part of his blind(s) will be given a "missed blind" button. To receive a hand when he returns, a player with a missed blind button must do one of the following:
  - (a) Wait and come in on his big blind.
  - (b) Placed and ADDITIONAL BLIND in the pot (see rule #26).A player who makes up his blind is still required to take the blind in normal rotation.
26. A player who misses all or part of his blinds on a round can make them up by posting an ADDITIONAL BLIND ... an amount equal to the sum of the small and middle blinds. The excess amount over the bring-in or big blind becomes dead money and is placed in the center pot as it is not part of the bet. The player(s) posting the additional blind(s) play in turn and it is a live blind.
27. In a drop time collection game, the player on the dealer button is required to ante a specify amount. Therefore, a player missing the dealer button will be

considered as missing a “blind”. Rules #25 and #26 apply when a player misses his dealer button.

28. New or established player waiting for the big blind must still post an amount equivalent to the big blind even though a player being eliminated on the previous hand places the player in the middle blind position. If this should occur, there would be two big blinds in play for that hand. On the next hand the new player will be on the button, as the button will move forward one position.
29. A player who moves to a new seat and in the process moves away from the big blind must post the amount of the big blind or wait out the appropriate number of hands. This rule prevents a player from continually changing seats in order to unfairly receive several extra hands before taking a blind.
30. A player who has fulfilled all his blind obligations, then immediately moves to a new seat, has the option of letting the blinds pass by without penalty. He has not unfairly received any hand because his relative position to the blinds has not improved. However, if that player misses two or more rounds, it will be considered as missing his blind and Rules #25 and #26 apply.
31. A player who needs to make up a blind and looks at any of his cards before posting the blind money has a dead hand, provided the error is caught before the player acts on his hand. If he acts before the mistake is caught, the hand is live and may be played, and the player makes up the blind on a subsequent deal.
32. A player that goes busted and chooses to rebuy will be treated as a “New” player.
33. If a player goes busted and holds his seat preventing waiting players from taking that seat, and the blinds have past that seat, the returning player must post the blinds or wait for the big blind. (Rules #25, #26).

## **OMAHA RULES**

1. Omaha is a variation of Texas Hold'em.
2. All Texas Hold'em rules of play apply to Omaha except for two differences.
  - a) In Omaha each player receives 4 cards instead of 2 face down.
  - b) At the end of play, player must use only 2 out of 4 cards in player's hand and only 3 out of the five facing up (community cards).



## **RULES FOR "PAN"**

### **FOREWARD**

Panguingue (pan-ginn'-gay) popularly known as "Pan" has been favorite game for so many years that its origin is obscure. We do know that it was well known and widely played as far back as the Gold Rush days of early California and Alaska.

Whatever its origin may have been, this game is very popular throughout the Far Western part of the country. In fact, there are areas in this section in which Pan seems to enjoy equal popularity with Poker, the admitted King of all card games.

No game can enjoy long life and continued popularity if it lacks the basic requirements of quick, decisive action coupled with sustained interest over long periods of play. Pan provides these elements fully. For this reason it has always been a prime favorite for club play.

It is equally popular as a home game for, unlike so many other card games; it can be thoroughly enjoyed by as few as three players or as many as eight or ten.

Read the rules: they are not difficult. Try a few practice hands and then play Pan!

You'll enjoy it!

### **"PAN"**

**NUMBER OF PLAYERS:** Several. Best for 6,7 or 8 players.

**THE DECK:** 320 cards, 8's, 9's, 10's, and Jokers are omitted. Chips are used for settlement.

**RANK OF CARDS:** Cards in each suite rank K (high), Q, J, 7, 6, 5, 4, 3, 2, A. The jack and seven are in sequence. There is no rank of suites, except that Spades pay double in some cases (see Conditions.)

**THE DRAW:** A portion of the deck is shuffled and spread face down. Each player draws a card. Lowest card deals FIRST hand. If two or more players tie for low, they draw again.

**THE SHUFFLE:** The player at dealer's left shuffles. After each hand, the discards are shuffled with a portion from the BOTTOM of the deck, to which position these cards are then restored.

**THE DEAL:** The rotation of dealing and playing is to the right, not to the left as in most games. The winner of each hand is the “winning “ hand for the next and the player at his left deals. The dealer gives each player ten cards, in two rounds of five at a time, beginning with the player at his right. For the deal, he takes cards from the top of the deck, taking more if needed or restoring any excess to the bottom of the deck. The top card of the deck is laid face-up beside the deck, to start the discard pile.

**GOING ON TOP:** Before play starts, each player beginning with “winning” hand declares whether he will stay in the play or retire. If he retires, he discards his hand and pays a forfeit, usually two chips. Hands discarded by retiring players are not returned to the deck, but are set aside so that they may not be drawn in play. The Forfeits (called “tops”) go to the player who goes out.

**THE PLAY:** Starting with player to the right of dealer, each in turn draws one card, either top of the deck or the top card of the discard pile. If he takes the top card of the deck, he must immediately use it in a meld or discard it. He may draw from the discard pile only if (1) the top card of the discard pile was drawn from the deck and discarded by preceding player and (2) he can immediately meld this card into a combination.

After drawing and before completing his turn by discarding one card face up, player may meld as many sets as he holds, or add to his existing melds.

The object of play is to meld ELEVEN cards, and the first player to do so wins the game.

**MELDS:** Each meld (or spread) must be at least three cards, it may be as many as eleven. For convenience the melds are classified as sequences (usually called “ropes”) and sets.

**SEQUENCE:** Any three cards in sequence of the same suit, as Heart Q, J, 7.

**SET:** Three cards of the same rank and of different suits, as Heart 4, Spade 4, Club 4; or of the same suit as Club QQQ. In addition, any three aces or any three kings form a set regardless of suit, as Diamond A, Diamond A, Club A. (Aces and kings are called non-comoquers.)

**CONDITIONS:** Certain melds are called conditions. On melding a condition, the player immediately collects chips from every other player, as follows:

All threes, fives, and sevens are valle (pronounced valley) cards, that is “cards of value”. Cards of other rank are non-valle.

The conditions are:

1. Any set of valle cards, not in the same suit, 1 chip
2. Any set of valle cards, in the same suite, 4 chips in Spades, 2 chips in and other suit.
3. Any set of non-valle cards, in the same suit, 2 chips in Spades, 1 chip in any other suit.
4. Any sequence of A, 2, 3, in the same suit, 2 chips in Spades, 1 chip in any other suit.
5. Any sequence of K, Q, J, in the same suit, 2 chips in Spades, 1 chip in any other suit.

**INCREASING:** A player may add one or more cards to any of his melds, provided that the character of the meld is preserved. To a set of different suits he may add any card of the same rank, to a set of the same suit, another of the same rank and suit. When such cards are so added to a condition, the player collects the value of the original condition for each additional card, except that only half value is paid for addition to a set of three valle cards in the same suit (2 chips in Spades, 1 chip in any other suit).

One meld may be split into two by addition of cards, provided that two valid melds result. For example: Diamond J, 7, 6, 5 may be split into two melds by the addition of Diamond Q, 4. The advantage in splitting is to increase the number of open ends. If splitting a meld creates a condition, player collects for this condition, 2 chips in Spades, and 1 chip in any other suit. Example: The player has melded four 4's, one of each suit; by adding two more 4's of the same suit he makes tow valid melds, one of them a condition.

**BORROWING:** A player may take a card from one of his increased melds to make a new meld, provided he leaves a valid meld. For example: from Club 7, 6, 5, 4 he may borrow either the 7 or 4 but not the six or five.

**FORCING CARDS:** If the top of the discard pile can be added to a meld of the player to whom it is available, any other player may, if he desires to, require the player to take that card. The purpose in forcing this draw on a player is to compel him to make a discard, thereby possible breaking up a prospective combination.

**GOING OUT:** When a player shows eleven cards in melds, he collects 2 chips from every other player and also collects all over again for each condition in his cards. (Some play that a hand, which has made no melds when another wins must pay 2 chips).

When a player has all then cards spread, the player at his left may not discard a card that puts his right hand opponent out, unless the player at the left has no other possible choice.

**IRREGULARITIES:** If, before he has made his first draw, a player finds he has less than ten cards, dealer will serve him the additional cards required from the center of the deck. If player has more than ten, dealer withdraws excess cards from player's hand, putting such cards among the discarded hands of retired players.

If player's hand is found incorrect after he has made his first draw, he must discard his hand, retire from that deal and return all collections he has made for conditions. In addition he must continue to make due payments to others for conditions and for winning.

**INCORRECT MELD:** If a player lays down any spread not conforming to the rules, he must make it valid on demand. If he cannot do so, he must return any collections made in consequence of the improper spread and legally proceed with his turn. If he has already discarded, he must return all collections he has made on that hand, discard his hand, and retire from the play until the next deal, but must continue to make due payments to others for conditions and winning. However, if he has made the meld valid before attention is called to it, there is no penalty.